

**Determined, rigorous, autonomous and flexible; a reliable team player**

**SOFTWARE KNOWLEDGE:** Maya, Unreal Engine, Unity, Nuke, Adobe Suite

**INTERNATIONAL LIFE EXPERIENCE:** United States (12 years); France (8 years); Scotland (3 years); Canada (4 months); Japan (2 months)

## WORK EXPERIENCE

JAN 2021 - JUL 2021 **Animation Internship at Larian Studios**  
Creature and character animation for Baldur's Gate III (key-framed and motion capture)

## EDUCATION

**Griffin Animation Academy**  
2020

Online course in creature animation with Eddie Chew



**How2Animate**  
2020

Online course in animation with James Lyons



**iAnimate**  
2020

Online course in Game Animation with Victor Chavez and Casey McDermott



**Ecole des Métiers du Cinéma d'Animation**  
2018 - 2020  
Angoulême

**Niveau II (Bachelor's) in Production and Creation of Animated Films**  
3D animation, rendering, compositing, modeling, rigging, storyboarding



**Anomalia Character Design Lab**  
2018  
Litomyšl, Czechia

Two week intensive training course in character design, drawing and visual development with Pixar art director Ricky Nierva



**Emily Carr University of Art and Design**  
2019  
Vancouver, Canada

Exchange program - Spring 2018. Courses taken in 3D animation, storyboarding, motion graphics, anatomy



**University of Edinburgh, College of Art**  
2015-2018  
Edinburgh, Scotland

**Bachelor of Arts - Animation**  
History of design, fundamentals of animation, interdisciplinary collaboration



**Atelier de Sèvres**  
2014 - 2015  
Paris, France

**Foundation course - Animation**  
Fundamentals of painting, drawing, illustration, life drawing, traditional animation, software skills

